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XBOX

LIVE

ONLINE ENABLED

STAR WARS BATTLEFRONT II

SEQUEL
TO THE
BEST-SELLING
STAR WARS®
GAME
OF ALL TIME!



Game Experience May
Change During Online Play



LUCASARTS

SAFETY INFORMATION

ABOUT PHOTOSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games. These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects. Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued. If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

OTHER IMPORTANT HEALTH AND SAFETY INFORMATION

The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of gameplay may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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CONNECT TO XBOX LIVE®

TAKE *STAR WARS BATTLEFRONT II*™ BEYOND THE BOX

Xbox Live™ is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, set up a Friends list with other players, see when they're online, and receive invitations to play games. For games with multiplayer mode, invite your Friends to play, and talk to them in real-time as you play.

DOWNLOADABLE *STAR WARS* *BATTLEFRONT II* CONTENT

If you are an Xbox Live subscriber, you can download the very latest content (such as updated maps) to your Xbox console.

CONNECTING

Before you can use Xbox Live, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox Live service. To determine if Xbox Live is available in your region and for information about connecting to Xbox Live, see www.xbox.com/connect.

CONTROLS



INFANTRY / JEDI

- L** Move/Strafe (click and hold to sprint)
- R** Freelook/Click to Zoom
- A** Jump (press again in the air to activate Jet Pack or Force Jump)
- B** Single Tap to Crouch (tap while running to Roll)
- Y** Action/Enter Vehicle
- X** Track Target
- L** Secondary Attack
- O** Secondary Next
- R** Primary Attack
- O** Primary Next/Saber Block (Jedi)
- ◀** Toggle Map Modes
- ▶** Pause Menu
- ↓** Reload (not applicable for Jedi)
- ↑** Squad Command (not applicable for Jedi)

CONTROLS

VEHICLE/TRANSPORT

- L** Throttle/Strafe (click and hold to Boost)
- R** Pitch/Turn (click to zoom)
- A** Jump in Vehicle
- B** Evasive Maneuver
- Y** Exit Vehicle
- X** Track Target
- L** Secondary Attack
- R** Primary Attack
- Switch Position (inside vehicle)
- ◀** Toggle Map Modes
- ▶** Pause Menu
- ↑** Squad Commands

STARFIGHTER

- L** Pitch/Turn; press in Thumbstick to zoom
- R** Throttle/Roll; press and hold Thumbstick to boost
- A** Land/Take Off
- B** Evasive Maneuver
- Y** Exit Vehicle
- L** Secondary Weapon
- R** Primary Weapon
- Switch Position (inside vehicle)
- ◀** Toggle Map Modes
- ▶** Pause
- ↑** Squad Commands

TURRET

- R** Freelook/Aim (click to zoom)
- L** Zoom Adjust (click to zoom)
- Y** Exit Turret
- R** Primary Attack
- X** Track Target
- Not Used
- ↓** Not Used

INTRODUCTION

Get ready for the Rise of the Empire. Wage an epic conquest across the galaxy. Take control of powerful Jedi and legendary heroes while wading into the mayhem. Fight through the cold reaches of space amongst swarms of starfighters. March across war-scarred battlefields from *Star Wars* Episode III: *Revenge of the Sith*. More intense combat. Bigger battles. More unit classes and vehicles. New weaponry and abilities. Welcome to *Star Wars Battlefront II*.



GAMEPLAY

CREATING A PROFILE

When first starting the game, you must create a profile. The profiles are used to save personalized option settings. Use the Left Thumbstick or Directional Buttons to select the default profile or CREATE to make a new one, and then press the A button to confirm your selection. Then select the difficulty level. You will then be taken to the Main Menu.

DIFFICULTY MODES

NORMAL: Auto Target, Aim Assist and Sticky default to ON.

ELITE: Auto Target, Aim Assist and Sticky Reticle is turned OFF. The enemy is more aggressive and accurate.

WAGING WAR

Star Wars Battlefront II offers epic action on a galactic scale through multiple game types. There are many ways to conquer the opposition. Before stepping onto the battlefield, each player selects a class with unique abilities. In deep space or on the planet's surface, players work to advance and gain territory, taking out enemies and capturing their Command Posts. Missions also have key objectives that must be completed in order to achieve victory.





OPTIONS

GAME OPTIONS

Viewpoint

Allows you to choose between first or third person viewpoint when playing as infantry.

Vibration

Allows you to turn the Xbox controller vibration ON or OFF.

Friendly Fire

Turn this ON or OFF to determine whether units on the same team can damage each other.

Auto Target

When this is set to ON, the player will track an enemy automatically whenever he hits him with a weapon.

Aim Assist

Switch this ON if you want the game to help you aim when attacking enemies.

Sticky Reticle

Turn this ON to slow your reticle movement when a target is highlighted.

Tool Tips

This option allows you to toggle the in game tips to AUTO (tool tips display only once), ON, or OFF.

Reset Tool Tips

Select this to make all tool tips display again.

Always Show Objective Details

This toggles the appearance of Mission Objective text ON or OFF.

Movie Subtitles

Use this option to turn subtitles ON or OFF during movie sequences.

AUDIO OPTIONS

Here you can adjust the sound effects, music, and speech volumes in the game.

CONTROLS

Here you can completely customize the buttons of the Xbox controller; invert the Y-axis for aiming; and adjust the sensitivity. You can create separate control schemes for Infantry, Vehicle, Starfighter, Jedi, and Turret configurations.

ONLINE OPTIONS

Appear

Toggle this to change whether players can see you online or not.

game. If you are unsure of your bandwidth, contact your Internet Service Provider.

TV Voice Output

Toggles whether other player voices come through the TV speakers.

Display Network Performance Icon

Toggles the appearance of an icon on screen that shows the relative network performance.

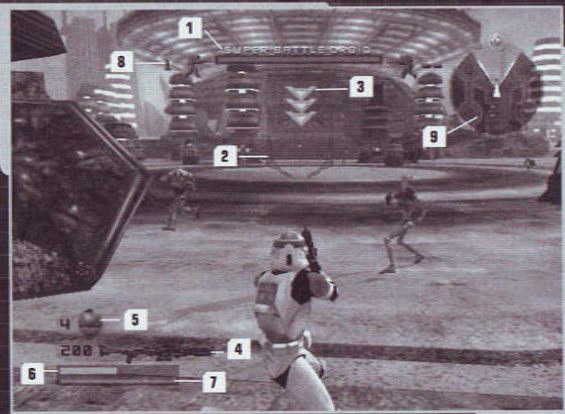
Hosting Bandwidth

Allows you to select the appropriate bandwidth when hosting a

CREDITS

See the many people who worked hard to make this game.

GAME SCREEN



1 Target Information: The name of your currently highlighted target will appear along with a health bar. Friendly targets appear blue, enemies appear red, and mission objectives and native factions will appear yellow.

2 Target Reticle: When the reticle is over a friendly unit it will turn Blue; if it is pointed at an enemy it will turn Red. Tick marks around the interior of the reticle indicate the ammo remaining in your current clip. Some weapons generate heat, which will appear as a circular bar within the reticle. If a weapon overheats you must wait until it cools to fire again. Reload/Recharge time is indicated by five dots at the bottom, or around the edges of the reticle.

3 Objective Indicator: This indicates the next objective in order to complete the mission.

4 Primary Weapon: The icon on the left shows the weapon equipped. Scrolling using the Black and White Buttons, you can scroll through your primary and secondary weapons. The numbers represent the total amount of ammo remaining.

5 Secondary Weapon/Ammo: The icon on the left shows the weapon equipped. Scrolling using the Black and White Buttons, you can scroll through your primary and secondary weapons. The numbers represent the total amount of ammo remaining.

6 Health: Represents how much damage you can take before you become another statistic in the Galactic Database.

7 Power Meter: This bar is depleted by sprinting, rolling, or jumping and recharges over time. Vehicles can use this power for speed boosts and evasive maneuvers. Jedi Force Powers also draw from this bar.

8 Reinforcement Meter: The numbers represent the reinforcements remaining for each faction. The player's faction appears Blue and the enemy is Red. For more information, see Reinforcements, page 14. During Capture the Flag games, this meter is replaced by a score keeper.

9 Mini-Map: See page 12 for information.

Vehicle Position Indicator: In vehicles with multiple positions, your position will be indicated by a yellow triangle. Allies in the vehicle will appear as purple octagons.

PAUSE SCREEN

Press the START button to pause the game. Here you can access the following options:

RESUME GAME

Returns you to the battlefield

OPTIONS

Allows access to most of the options available from the Main Menu

RESPAWN

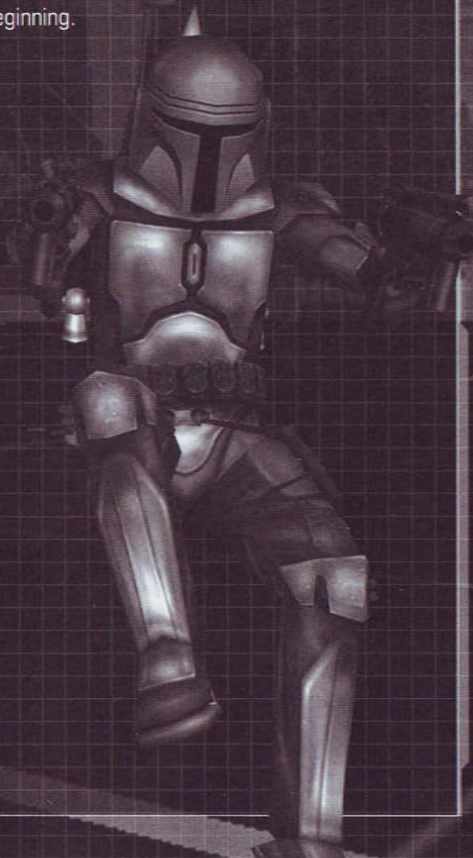
Choosing this option will kill your current character, costing your team one reinforcement. You will then be able to respawn at any friendly command post.

RESTART MISSION

Starts the mission from the beginning.

QUIT

Return to the Main Menu.



MAP

This displays your location relative to the environment. The white triangle designates your position and facing, while blue triangles indicate friendly units and red triangles indicate enemies. Yellow triangles represent native species, which may or may not be hostile depending on your faction. The triangles representing units will flash when they are firing their weapons. Command Posts appear as ringed dots, colored blue for friendly, red for enemy, and white for neutral. Objects that can be used as cover appear light grey. Turrets appear as white dots with a line indicating facing. Unoccupied vehicles appear as white silhouettes; occupied vehicles are silhouettes with the appropriate color.

The map spins to orient its position relative to the direction that the player is facing when in the default mode. There will always be a white triangle just beyond the edge of the map indicating north. When the map is enlarged (by pressing the BACK button), it remains static regardless of the player's facing.

Command Posts and Objectives are always displayed even if they are beyond the radius of the map. They will appear at the edge of the map indicating the direction the player will need to travel to get to them.

By pressing the BACK button, the map will expand to full screen to show the entire battlefield and all Command Posts. This will also display your mission objectives. Pressing the BACK button again will restore the map to its default position.



COMMAND POSTS

Each battlefield contains tactical positions in key locations across the map known as Command Posts, which are vital because:

- ◀ Reinforcements are deployed at them. Whenever a player dies, any friendly Command Post is available to deploy at. If a team has no command posts under its control, it cannot deploy reinforcements until a Command Post is recaptured.
- ◀ If a team controls the majority of the Command Posts on a map, the opposing team will begin losing reinforcements automatically. If a team controls all of the Command Posts on a map, a victory timer will start counting down.
- ◀ Units can change their class at any Command Post, allowing adaptability to battle conditions. Press the Y button while facing a friendly Command Post to change classes. There is a small penalty for switching classes: your ammo will not be completely replenished.

COMMAND POST OWNERSHIP

To capture an enemy or neutral Command Post, you must stand within its capture radius. An icon will appear on screen if you are close enough. If there are no enemy units nearby, the capture icon will slowly change color from red to white to blue. When the capture icon is completely blue, the Command Post will now belong to your team.

The rate of capture increases if additional friendly units are nearby. If enemy units approach, the capture icon will alternate between blue and red until one side is driven off. You cannot capture a Command Post while in a vehicle.

Some Command Posts are permanently owned and cannot be captured by the opposing team. Some of these can be destroyed. Only human players can repair these destructible Command Posts. Destructible Command Posts appear on the map as diamonds instead of dots.

Certain vehicles, such as the Imperial AT-AT, are Mobile Command Posts. Mobile Command Posts cannot be captured, but can be destroyed, in which case they will reappear after a set amount of time.

In other game modes like CTF, and Assault, there are Command Posts that allow switching out of character classes but are not capturable. These are indicated by two arrows circling themselves. They will still be colored appropriately so only friendly team members can switch out classes.

REINFORCEMENTS

Reinforcement Points represent the number of reinforcements that each team can field. They are displayed in the reinforcement meter near the minimap. The blue and red numbers represent friendly and enemy reinforcements respectively.

Units can continue to join the game as long as two conditions are met: there are Reinforcement Points remaining, and that at least one Command Post is owned.

When a unit dies, it takes one point off its team's reinforcement total. Any number of units can still deploy as long as one reinforcement point remains. However, if the Reinforcement Points reach zero, the team loses. During some campaign missions, one or both teams will have infinite reinforcements.

For Single player games, you can deploy immediately after dying. In multi-player games, a reinforcement timer is set for the map. Each time the timer counts down, reinforcements are deployed for both sides.

When a team's number of reinforcements equals the number of units on the field, that team will no longer lose reinforcements automatically. This is true even if that team has two or fewer Command Posts controlled. This is done to make sure that victory is earned by defeating all enemy units in combat or by capturing and holding all Command Posts on a map. In addition, AI units will no longer respawn when killed at this stage of the game. This rule provides human players with the most opportunities to affect the outcome of the game.

ITEMS ON THE BATTLEFIELD

Defeated enemies occasionally drop items that you can collect to replenish or enhance your character.

White Container:	Extra Ammunition
Blue Tank:	Restores Health
Yellow Tank:	Restores Stamina
Green Tank:	Restores Defense
Red Tank:	Enhances Attacks

UNITS

Each faction has two specialized unit classes with unique abilities available to it. You must score a certain number of points in a match before you can play as these units. There is also a limit to how many of each of these units can be on the battlefield at one time. You can see this on the Unit Selection screen.

REBEL ALLIANCE

REBEL SOLDIER

The Rebel soldier is effective against infantry, especially when they employ squad-based tactics.

Equipment: blaster rifle, blaster pistol, and thermal detonators.

REBEL VANGUARD

Vanguards are called upon to punch holes in an Imperial vehicle brigade. The heavy weapons they carry provide the means to take down menacing enemy air and ground vehicles.

Equipment: rocket launcher, blaster pistol, thermal detonators, and mines.

REBEL MARKSMAN

Rebel marksmen have the specialized task of finding and eliminating targets from a safe location. Their recon droids are capable of deadly self-destruction near enemy positions.

Equipment: sniper rifle, blaster pistol, thermal detonators, and auto turret dispenser.

REBEL SMUGGLER

Whenever there is a need to slip past an Imperial fleet undetected, just look for a smuggler. For a fee, the smuggler is willing to take the risk of running contraband right under the Emperor's nose. The smuggler can also repair items as well as slice enemies out of vehicles using his fusion cutter. In addition to this, he can also destroy enemy mines quickly and has the unique ability to be invisible to enemy mines.

Equipment: shotgun, fusion cutter, det-pack, and health/ammo dispenser.

BOTHAN SPY

The cunning Bothans are known throughout the galaxy for their spying capabilities. On the battlefield they sneak behind enemy lines, causing chaos and wreaking havoc, and then fade into the environment. The Bothan Spy also has the unique ability to regenerate health.

Equipment: incinerator, stealth, regeneration and timebomb.

WOOKIEE WARRIOR

The Wookiees joined the Rebel Alliance after the Empire invaded their home planet, Kashyyyk, and enslaved their people. Wookiees fight with unmatched ferocity and loyally support troops with health and ammo.

Equipment: bowcaster, grenade launcher, thermal detonators, and remote droid.

REBEL PILOT (Space Only)

Rebel pilots automatically regenerate the health of whatever vehicle they occupy and are capable of repairing damaged vehicles, droids and turrets. They also carry a powerful timebomb.

REBEL MARINE (SPACE ONLY)

Rebel Marines provide the last line of defense on capital ships, repelling enemy attacks with heavy ordnance.

Equipment: blaster rifle, rocket launcher, thermal detonator.

UNITS

GALACTIC EMPIRE

STORMTROOPER

The iron will of the Emperor is personified in the stark white armor of the feared stormtrooper. They are highly disciplined and fanatically loyal to the Emperor, making them an excellent front line assault force. Equipment: blaster rifle, blaster pistol, thermal detonators.

SHOCK TROOPER

The shock trooper offers powerful support to the blaster-based troops by carrying a small portable missile launcher. This weapon fires explosive charges that are highly effective against vehicles or tight formations of infantry.

Equipment: rocket launcher, blaster pistol, thermal detonators, and mines.

SCOUT TROOPER

Scout troopers use concealment, probe droids and patience to target faraway enemies and eliminate them with their high-powered sniper rifles. Their recon droids can self-destruct in a mighty blast, decimating enemy forces.

Equipment: sniper rifle, blaster pistol, thermal detonators, and auto turret dispenser.

IMPERIAL ENGINEER

The Empire's engineers focus on repairing friendly equipment and establishing defenses, while working to demolish the emplacements of the Rebellion.

Equipment: blast cannon, fusion cutter, detpack, and health/ammo dispenser.

IMPERIAL OFFICER

These Imperial tacticians support the troops in the field with a mortar launcher capable of leveling rebel resistance. The officer's unique training allows for increased weapon damage. Officers also carry extra health and ammo supplies into battle.

Equipment: mortar launcher, Geonosian sonic gun, rage, and remote droid.

DARK TROOPER

Dark troopers use their jetpacks to "jump" to their targets (tap the A button to jump, then tap again to engage the jump pack). Once in position, their charged arc caster can scorch groups of enemies.

Equipment: arc caster, commando pistol, and thermal detonators.

IMPERIAL PILOT (Space Only)

Imperial pilots automatically regenerate the health of whatever vehicle they occupy and are capable of repairing damaged vehicles, droids and turrets. They also serve as capital ship saboteurs.

Equipment: commando pistol, fusion cutter, and timebomb.

IMPERIAL MARINE (Space Only)

The Empire's Star Destroyers are fortified with these fearless troopers who repel any invading forces.

Equipment: blaster rifle, rocket launcher, thermal detonator.

REPUBLIC

CLONE TROOPER

Genetically designed for superior fighting capability, clone troopers are best at fighting other infantry units toe-to-toe.

Equipment: blaster rifle, blaster pistol, and thermal detonators.

HEAVY TROOPER

The Advanced Recon Commando specializes in anti-vehicular combat. These units carry a powerful rocket launcher, but its effectiveness against infantry is limited.

Equipment: rocket launcher, blaster pistol, thermal detonators, and mines.

CLONE SHARPSHOOTER

The sharpshooter is a long-range threat to infantry with the sniper rifle, and uses the recon droid to engage a destructive self-detonation.

Equipment: sniper rifle, blaster pistol, thermal detonators, and auto turret dispenser.

CLONE ENGINEER

The Republic's engineers support the army by repairing friendly equipment and establishing defenses, and when the need arises, they demolish CIS emplacements with their detpacks.

Equipment: shotgun, fusion cutter, detpack, and health/ammo dispenser.

CLONE COMMANDER

The commanders are specially designed to lead the clone troops into battle. They can temporarily empower nearby ranks with confidence.

Equipment: chaingun, blaster pistol, rifle, and remote droid.

JET TROOPER

This highly mobile trooper has a jet pack that allows brief but rapid bursts of flight (tap the A button to jump, then tap again for a short flight). He is a master at ambushes and disruption with his EMP launcher.

Equipment: EMP launcher, commando pistol, and thermal detonators.

CLONE PILOT (Space Only)

These troops have the unique ability to automatically repair any vehicle they occupy. They can also repair vehicles, droids, and turrets on the field with their fusion cutters, as well as set up powerful timed explosives.

Equipment: commando pistol, fusion cutter, and timebomb.

CLONE MARINE (Space Only)

The clone marines are similar to standard clone troopers, but carry a rocket launcher for versatility against different targets.

Equipment: blaster rifle, rocket launcher, and thermal detonators.

UNITS

CIS

SUPER BATTLE DROID

After the debacle at the Battle of Naboo, the Trade Federation ordered a stronger, more independent battle droid, officially designated the B2. Resembling hulking, reinforced battle droids, super battle droids are far superior to their skeletal-looking counterparts.

Equipment: wrist blaster, tri shot, and wrist rocket.

ASSAULT DROID

Under the control of the Separatists, assault droids serve as a cheap yet effective solution to the fast-moving threat of Republic vehicles. Essentially mobile missile launchers, these droids allow the Separatists to handle tough situations. Equipment: rocket launcher, blaster pistol, thermal detonators, and mines.

ASSASSIN DROID

Assassin droids are specifically programmed and designed with advanced targeting capabilities that allow them to take down targets at extreme range. Their recon droids feature powerful self-detonators that can be used against Republic forces.

Equipment: sniper rifle, blaster pistol, thermal detonators, and auto turret dispenser.

ENGINEER DROID

These droids support the army by repairing CIS equipment, as well as performing demolitions on Republic emplacements with their detpacks. Equipment: shotgun, fusion cutter, detpack, and health/ammo dispenser.

MAGNAGUARD

These enhanced droids serve to protect important figures in the CIS army, such as General Grievous. Their deadly neuro poison can cripple any enemies in a radius around them. Equipment: bulldog RLR, radiation launcher, neuro poison, and remote droid.

DROID EKA (DESTROYER DROID)

Even feared by Jedi Knights, the crab-like droid Eka is equipped with a personal shield and two powerful repeating blasters instead of arms. The droid Eka transforms into a wheel in order to cruise rapidly around the battlefield. Equipment: repeating blasters and shield emitter.

PILOT DROID (Space Only)

Pilot droids automatically regenerate the health of whatever vehicle they occupy and are capable of repairing damaged vehicles, droids and turrets. They also carry deadly explosives for disabling enemy ships. Equipment: commando pistol, fusion cutter, and timebomb.

DROID MARINE (Space Only)

The droid marine is an all-purpose fighting machine designed to drive back enemy boarding parties. Equipment: blaster rifle, rocket launcher, and thermal detonator.

HEROES

Throughout the game, players will have the opportunity to play as the incredibly powerful hero characters. When certain conditions have been met, a prompt will appear on-screen indicating to the player that a hero is now available. The player will have a limited amount of time to take advantage of the hero, as indicated by the glowing Hero Bar. Taking damage will reduce the time remaining on the hero bar, but defeating enemies will increase it. A skillful player will be able to prolong their time with these unique classes. Each hero has an array of unique powers and abilities that can be used to dominate the battlefield. When a hero is defeated, it will leave the battlefield, and may respawn later in the match.



VEHICLES

There are several distinct classes of vehicles that can be piloted, ranging from fast speeder bikes to fearsome AT-AT walkers. Because there are no vehicle repair droids on the map, your engineers become a vital part of the battle.

SCOUT VEHICLES

This type of ground vehicle is fast and light. They can zip across the battlefield at great speed and are not meant for heavy combat. They are armed and armored, but only lightly to give some minimal protection. This type includes the 74-Z speeder bike, Tauntaun, and the STAP.

MEDIUM ASSAULT VEHICLES

These vehicles have heavier weapons and armor, and are slower than the Scout craft, but they pack more power and durability. This type includes the Rebel combat landspeeder, TX-130S fighter tank, AAT, and the Armored Tank Droid.

HEAVY ASSAULT VEHICLES

These vehicles are even more heavily armed and armored, and are used at the front of most assaults. This type includes the Spider Droid and AT-ST.

HEAVY ASSAULT TRANSPORT

These lumbering behemoths can unload devastating amounts of firepower on a target, as well as serving as mobile Command Posts. This type includes the AT-TE, and the AT-AT.

MULTI-PURPOSE STARFIGHTERS

These craft are well-rounded and versatile, making them handy in a dogfight or a strafing run. They have forward firing blasters and a complement of missiles. Starfighters can use a limited boost to increase their speed (click the right thumbstick). Also, they can perform evasive maneuvers. To perform a barrel

roll, press the B button, then move the left thumbstick in the direction you want to roll. To perform a loop, double-tap the B button before choosing a direction to move. This type includes the ARC-170, droid starfighter, X-wing, and TIE fighter.

SCOUT FIGHTERS

Nimble and lightning fast. They are devastating in dogfights, and have the capabilities to boost and perform stunts but don't carry the heavy ordnance or armor to survive attacking a Capital Ship. These ships include the Republic Starfighter, Droid Tri-Fighter, A-wing, and TIE interceptor.

BOMBERS

These ships are not as fast as the starfighter class, but they can carry powerful ordnance and armor for assaulting capital ship emplacements. They can also perform boost and stunt moves. Many of these vehicles feature more than one position, allowing multiple units to team up and take full advantage of their firepower. This type includes the V-wing, CIS Strike Bomber, Y-wing, and TIE bomber.

ATTACK TRANSPORT FLYERS

This type acts as attack craft and troop transports in battle. Like the Heavy Assault Transports, these ships will act as spawn points for your team when they are on the ground. This type includes the Republic Gunship, CIS gunship, and Imperial Lander.

SINGLE PLAYER

TRAINING

There are two missions that teach you the general mechanics of gameplay. They include all the types of objectives that you will encounter in the campaign, both on the ground and in space.

RISE OF THE EMPIRE

This mode follows the storyline of the Empire's rise to power.

GALACTIC CONQUEST

In this mode the player uses strategy to take control of planets and dominate the Galaxy. First you choose a map configuration based on the conflicts from both eras of *Star Wars* history. There are four galactic configurations, one for each of the four factions. You will begin each campaign with two base planets and one fleet. To win, you must conquer each of the enemy's bases and defeat their fleets. The game ends if all your bases and fleets are lost.

The game is played in turns, with the player starting first. Each turn is divided into three phases:

ACQUISITION

During the first phase you can spend the credits that you have earned through victory in battle to construct new fleets, recruit new unit classes, or purchase bonuses. Additional fleets can be constructed at an open friendly base planet. When you begin the campaign, only the basic soldier class will be available to your team. New units can be recruited during any turn and will permanently join your forces. You can also purchase up to three bonuses at any time. A Bonus can be used before a battle to enhance your forces, or cripple the enemy's.

MOVEMENT/COMBAT

After making purchases you will select a fleet and move it, or choose to end your turn. If you move your fleet into empty space, or onto a friendly base, your turn will end. If you move your fleet into a space occupied by an enemy fleet, or an enemy base, you will engage the enemy in combat. Fleet to fleet combat will occur in space, assaults on an enemy base will occur on the planetary map. Before attacking the enemy, you will have the option to select a battle mode, and then use a Bonus (if any are available). Battle ends when either fleet is destroyed, or the planet is captured.

SUMMARY

At the end of a turn there is a summary screen displaying the status of the entire galaxy, including how many planets you control and how many fleets you've deployed. This is useful for planning your next turn. Once your turn is complete, the enemy will proceed through the same three phases, completing the round.

INSTANT ACTION

This mode allows you to jump right into a battle of your choice. There are multiple instant action game types available in *Star Wars Battlefront II*, and each can be customized in the game options before launching.

PLAY MODES

1-Flag CTF

Players score points by taking their flag to the enemy base. Victory is achieved when a predetermined score is met.

2-Flag CTF

This is different than 1-Flag mode. You capture the enemy flag and return it to the friendly base to score.

Hunt

In this mode, the hunting team attempts to eliminate the entire hunted team within the time limit. If the hunted team survives until the end of the match, they will be victorious.

Assault

Victory is secured by scoring points; points are scored by destroying enemy units and objects.

SAVING AND LOADING

The game will automatically give you the option to save your game when completing a mission in the Rise of the Empire or upon completing a turn in Campaign mode. In campaign mode you will also have the option to Save and Load from the pause menu during your turn. You will also be prompted to save your game whenever you alter any options, in which case the data will be saved to your profile.

SPLITSREEN

This mode allows two to four players to play head-to-head or cooperatively on the same Xbox video game system. All players need to have their own player profiles before a splitscreen game can begin.

In splitscreen Galactic Conquest mode, players can compete for control of the galaxy by creating a Custom Campaign. When establishing the game, the players will be able to choose the Era, Layout, and Victory Conditions for their campaign. This mode can also be played co-operatively.

MULTIPLAYER

This mode allows you to compete against other players using System Link or over the Internet. An Xbox Live account is necessary for play over the Internet. Please refer to page 2 for information on setting up an account. Players are responsible for all applicable Internet fees. Online play subject to online terms of use as may be available online at www.swbattleground2.com. LucasArts reserves the right to terminate any online support of this product at any time.

When selecting the multiplayer option, you will first need to pick a connection type.

XBOX LIVE

This option allows you to find games through Xbox Live. When you select this option you must enter your pass code to access your Xbox Live account, if it is pass code protected. Once you sign in you will be presented with the following options:

QUICK MATCH: Use this option to join any game quickly.

OPTIMATCH: This option allows you to find a match based on many different criteria.

CREATE MATCH: Choose this option to host a new game.

Friends: Use the friends option to see your Xbox Live friends' status and send or receive game invites.

Recent Players: This is a list of players who have recently played in a game session with you. You can send friend requests and invites to players on this list.

PERSONAL STATS: Select this option to view your personal accomplishments.

LEADERBOARD: View the top players in each game mode and check out their personal stats.

SIGN OUT: Sign-out of Xbox Live.

SYSTEM LINK

Select this option if you want to connect to a game using System Link. The game will take a few moments to bring up the list of available multiplayer games. This should take no longer than 30 seconds. Check to make sure there are no connection problems if it takes longer.

SESSION LIST

In the session list there are several categories to describe each game:

GAME NAME: Shows the gamertag of the hosting player, or the session name.

IN/MAX: Shows the number of players currently in the game, and the total possible players.

MAP: Indicates the map currently being played on the server.

CONNECTION: Displays the quality of your connection to the server. Red bars indicate a poor connection, yellow bars are adequate, green bars represent a fast connection.

When highlighting a particular game, the game options set by the Host will be displayed in the Game Info window below the game list.

Server Note: Dedicated Hosts will run better than non-dedicated.

CREATE

This option allows you to host a game yourself. Choose the map(s), the game mode, and finally set the game options. Press the Y button on the game options screen to modify Host options.

PLAY MODES

GAME OPTIONS

AI UNITS PER TEAM: Allows you to set the number of AI-controlled units fighting for each team.

AI DIFFICULTY LEVEL: Select between normal and elite to change the effectiveness of AI units.

CON REINFORCEMENTS: Set the percentage of Conquest Reinforcements available.

CTF SCORE: Set the score target for Capture the Flag games.

HEROES: Toggles the inclusion of heroes for each team. You can choose what conditions will make the hero available, and how often it will respawn.

HOST OPTIONS

DEDICATED HOST: Toggles running dedicated/non-dedicated mode.

MAX PLAYERS: Allows you to set the maximum number of players allowed in the game.

WARM-UP: Select the duration of the warm-up mode before each battle.

VOTING THRESHOLD: This option allows the host to determine the number of votes necessary to boot a player from the game.

TEAM DAMAGE: Toggle the ability for players to cause damage to teammates.

AIM ASSIST: Toggles assisted aiming for all players.

SHOW PLAYER NAMES: Toggles the display of player names over their characters in game.

TEAMS: This can be toggled between Auto Assign, which automatically evenly distributes players between the two teams as they join the game, or Player Select, which allows players to choose their team when they join.

MIN PLAYERS TO START: Sets the minimum number of players that need to join before the game begins. The AI units will not begin fighting until this number has been reached.

PUBLIC GAME (Xbox Live only): Toggle the game between public and private mode.

NOTE: If you choose to host a multiplayer game yourself, you will have a choice of dedicated or non-dedicated mode. Hosting in dedicated mode means that your Xbox console will be able to provide a more stable multiplayer environment, however you cannot use it to play in the game it is hosting. Hosting in non-dedicated mode allows you to play while hosting, but the game may not perform as well. Performance and stability are also affected by bandwidth and the number of AI characters in a game. It is recommended that you reduce the number of players and AI characters if you are not running in dedicated mode and/or do not have high bandwidth.

MEDALS AND AWARDS

Certain accomplishments are tracked in the game. If a player accomplishes certain goals within the course of one life (such as 6 headshots with a sniper rifle), he will earn a medal.

By accumulating Medals players begin to unlock the different levels of an award. Everyone starts out as Green (level 0). After gaining a Medal 4 times in one category the player will advance to Veteran (Level 1) Status. Once the player has attained a Veteran status in any one of the Medal categories then the Award becomes available. If the Award is gained, the Award will stay with that player for one life. In addition, while the Bonus is active the award cannot be accrued again. Heroes will not be eligible for these Bonuses as the Hero himself is enough of an award. The Private, Sergeant, Captain and General rankings reflect the general total of Medals the player has accumulated in his lifetime.

In Single Player games, these Awards will be tracked over the career and anything unlocked will be available in all modes.

In Multiplayer games, the Server Host will have the choice of activating or deactivating Awards in their game session. However, at that point they will be equally available to all players.

AWARDS

Gunslinger	Precision Pistol	6 Kills with Pistol
Frenzy	Elite Assault Rifle	12 Kills with Blaster Rifle
Demolition	Guidable Rockets	4 Critical Hits vs. Vehicles
Technician	Vehicle Regen	Slice into a Vehicle
Marksman	Particle Beam Rifle	6 Headshots with Sniper Rifle
Regulator	Flechette Shotgun	8 Kills with Shotgun

Endurance	Energy Recuperation	8 Points
Guardian	Shielding	16 Points
War Hero	Damage Increase	24 Points

Private	Lead 1 Man	0 Medals Total
Sergeant	Lead 2 Men	20 Medals Total
Captain	Lead 3 Men	100 Medals Total
General	Lead 4 Men	300 Medals Total

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Northen, Diddy Riese,
Molly and Richard
Selignt, the Keenan
Family and Stephanie
Richards, Hsako
Seignemartin.

Luci Wolfe, will you
marry me?

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and friends for their
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this game.

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www.501st.com/default.
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Dedicated To
Katie Johnson
www.heartofanempire.co
m/Katie/index.shtml

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Sara Harrison
Sean O'Connor
Stacey Schieber
Tabitha Tosti
The all knowing Hiroshi
Okamoto
The Coleman Family and
all my friends
The GUC from Newport,
Wales
The Millers and the
Cavanaughs
The Montrose Meteors
The Rice Family
The Ward Family
Trish Visla
Trish, Liz, Vlad, and
Sarah
Uni McFadden-Goodwin-
Sims
Vanessa, Laura, Marc,
Wendi, Kevin and the
rest of the Jordan

In Memory of

Lloyd and Margaret Suey
Aunt Deedee
Carol Shoup-Sanders
John R. Shoup

Charles & Audrey Benton
Deborah Pacheco
Florence Benjamin
Gerald Glenn Fenimore
Johnny Jardin

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George Lucas

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